

CUBIT Capability Proposal

Technical Area

Geometry, Meshing, Infrastructure, GUI, Graphics, etc..

Technical Lead

Cubit Developer in charge of technical area

Graphics	Clinton Stimpson
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MRD Description

Describe the capability in terms of how a user would see it.

Provide a display option to color surfaces, edges and vertices based upon the number of attached entities.
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SRS Description

What needs to be done by Cubit developers to implement this capability? Break the tasks into steps if applicable. (Steps should be on the order of 2 man-weeks or more)

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| <ol style="list-style-type: none">1. Add command to draw current entities using predefined colors based on the number of attached entities.2. Add new icon in the GUI to display based on this new criteria |
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Justification

Describe why this is important and what impact it will have if it is implemented. (or not implemented).

This is intended to be a quick and dirty way to show discontinuities between geometry. For example, a red edge could represent 2 attached surfaces and green could be three or more. If two adjacent bricks were not merged, then the edges would all be red. If they were merged, then there would be a continuous line of green edges where they were attached. This could also be extended to coloring surfaces based on the number of attached volumes, and vertices based on the number of attached curves.
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Resources

Who will work on this

Time estimate

How much time will it take in man-weeks

Targeted Release

10.2 (August 06), 10.3 (March 2007), 10.4 (August 2007), Future (beyond FY07)

Clinton Randy	2 weeks 1 day	10.2
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Submitted By:

Steve Owen	4/5/06
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Date: